

**INTERMEDIATE**  
**2007 KOKANEE TOURNAMENT**

**DOUG MAY FIELD**

**A**

1. Idiotz – Marysville
2. Sundawgs – Salmon Arm
3. Drillers – Lumby
4. Weirdos – Red Deer
5. Ballgasm – Calgary

**DOUG MAY FIELD**

**B**

1. Funtastics - Vernon
2. TP Cruisers - Calgary
3. Caution - Revelstoke
4. Fenway Fanatics - Edmonton
5. Josh's Hot Sox - Calgary

TIME	TEAMS	UMPIRE	TIME	TEAMS	UMPIRE
Fri. 6:30pm	1-2		Sat. 8:00am	1-2	Drillers
Sat. 9:30am	3-4	Funtastics	Sat. 11:00	3-4	Weirdos
Sat. 12:30	1-5	Sundawgs	Sat. 2:00	1-5	Idiotz
Sat. 3:30	2-3	Josh	Sat. 5:00	2-3	Ballgasm
Sat. 6:30	4-5	TP	Sun. 8:00am	4-5	Idiotz
Sun. 9:30am	1-3	Fenway	Sun 11:00	1-3	Drillers
Sun. 12:30	2-4	Fenway	Sun. 2:00	2-4	Weirdos
Sun. 3:30	3-5	TP	Sun. 5:00	3-5	Ballgasm
Sun. 6:30	1-4	Josh	Mon. 9:30am	1-4	Caution
Mon. 8:00am	2-5	Funtastics	Mon. 11:00	2-5	Caution

**PLAYOFFS**

Monday 12:30 PM                      2nd A \_\_\_\_\_ vs 2nd B \_\_\_\_\_

**PLAYOFFS \_\_\_\_\_ FIELD**

Monday 2:00 PM                      1st A \_\_\_\_\_ vs 1st B \_\_\_\_\_

**ROUND ROBIN TIE GAMES**

\* Round robin games can end in a tie.

**TIE BREAKERS IN ROUND ROBIN**

- \* If two teams are tied, whoever won the game between the 2 teams advance.
- \* If three teams are tied, the team with the best run differential advances. Only games between the three teams count.

NOTE: - If the home team has already won, they do not bat in the bottom of the seventh and the score at the end of six complete innings will be used to calculate run differential.

\* The 10 run mercy rule after 5 innings will be used in calculating run differential.

Maximum of +10 per game.